



RIFT RIVALS RULESET 2018

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Introduction and Purpose

These Official Rules (“**Rules**”) of the 2018 Rift Rivals (“**RR**”) apply to each of the teams, who have qualified to play in RR in 2018 from LCL, TCL and VCS as well as their managers, coaches, players, and other employees. These Rules apply only to the 2018 Season RR involving the representatives from the above referenced leagues, and not to other competitions, tournaments or organized play of League of Legends (“**LoL**” or the “**game**”).

League of Legends Championship Series LLC, a Delaware limited liability company, has established these Rules for the competitive play of LoL in order to unify and standardize the rules used in RR.

These Rules are designed solely to ensure the integrity of the system established by RR for professional play of LoL and a competitive balance among the teams that play at the professional level. Standardized rules benefit all parties who are involved in the professional play of LoL, including the teams, players and general managers.

1. Competition Structure

1.1 Definition of Terms

1.1.1 Game. An instance of competition on the Summoner's Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a nexus), (b) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory (See Section 8.5).

1.1.2 Match. A set of games that is played until one team wins a majority of the total games (e.g., winning two games out of three ("Best of Three"); winning three games out of five ("Best of Five")).

1.2 Event Prize

Through competing in RR, teams shall have the opportunity to earn prize money based on their level of performance as set forth below:

Position:	Prize:
1st Place	\$13,000 USD for each Team from the Region
2nd Place	\$7,000 USD for each Team from the Region
3rd Place	\$4,000 USD for each Team from the Region

1.3 Schedule

- 1.3.1** Stage One (Group Stage): 4-5 July
- 1.3.2** Stage Two (King of the Hill): 6 July
- 1.3.3** Stage Three (Relay): 7 July

1.4 Qualification

Qualification for Rift Rivals is based upon the final standings of LCL, TCL and VCS for the first split of 2018, whereby the teams in each region which finish in first, second and third place at the culmination of each regions' playoffs will qualify.

1.5 Format

1.5.1 Stage One: Region Single Round Robin

1.5.1.1 Description. The first stage of the LCL, TCL, and VN Rift Rivals cluster will be a regional round robin between same-seed teams. Each qualified region will have their three representative teams split into three distinct seed groups based on their individual region's split 1 performance. Each team will play every other same-seed designation once in a best of one game. The region with the highest victory record will automatically move onto Stage Three as the highest seed. Side selection for each matchup will be randomly pre-determined.

1.5.1.2 Tiebreaker. If two regions are tied after the Region Single Round Robin stage, head-to-head record will be the first tiebreaker. If the two regions have an identical head-to-head record, then the tied regions will play one tiebreaker game to determine final standings. The region with higher Strength of Victory score will have side selection. If Strength of Victory Scores (see below) are equal, the region with lower Total Game Victory Time (see below) will have side selection. The team to represent each region in the tiebreaker will be blind picked by that region's coaches.

If all regions are tied after the Region Single Round Robin stage, first, two regions with the lowest Strength of Victory score will play one tiebreaker game. Loser of the first game will be assigned the third place and will play in Stage Two: King of the Hill Semifinals as the lower seed. The winner of the first game will play one tiebreaker game against the region with the highest Strength of Victory Score. Winner of the second game will qualify to Stage Three: Region Relay Best of Five, while the loser of the second game will play in Stage Two as the higher seed. Teams with higher Strength of Victory Score will have side selection for their games. Where Strength of Victory Score is equal, Total Game Victory Time will be used. The team to represent each region in the tiebreaker will be blind picked by that region's coaches for each match.

For three-way tiebreakers, coaches must declare their teams for the second game no later than 5 minutes after the explosion of the nexus of the first game. For all tiebreaker games, teams must declare their starting roster 5 minutes after the nexus explosion of the previous match.

To calculate Strength of Victory, each team is assigned a point (#1 teams are worth 3 points, #2 teams are worth 2 points and #3 teams are worth 1 point. #1, #2 and #3 are the teams' first split standings in their regional leagues). Then, teams earn points based on who they've beaten (e.g. beating a #1 team is worth 3 points). A region's Strength of Victory Score is equal to the total amount of points they've earned for their wins.

Total Game Victory Time is equal to the cumulative in-game time of all the victories of a region.

1.5.2 Stage Two: King of the Hill Semifinals

1.5.2.1 Description. The second and third placed regions of stage one will compete in a "King of the Hill" format Best of Five series. This series begins with each respective region's third seeded team competing in a best of one game. The winner of the game will move on to compete against the opposing region's ascending seeded team in a best of one game. This will continue until one region wins three games of the series. The region with the higher seed as a result of Stage One will have side selection for games 1, 3 and 5. The lower seed as a result of Stage One will have side selection for games 2 and 4. The winner of this series will advance to Stage Three.

1.5.3 Stage Three: Region Relay Best of Five

1.5.3.1 Description. The Finals is a relay race best of five between the two regions who qualified for Stage Three. For the first three games, each region will blind pick, through discussion amongst the coaches for each region, a team to represent it in those games. No team from either region may play more than one game in the first three games (i.e. every team has to play once). For the fourth and fifth games, if necessary, each region will blind pick, through discussion amongst the coaches for each region, a team to represent it in those games. Each region must select a different team to represent it in the fourth and fifth games. The region with the higher seed as a result of Stage One will have side selection for games 1, 3 and 5. The lower seed as a result of Stage One will have side selection for games 2 and 4. The first region to win three games during Stage Three shall be determined the winning region.

2. Team Member Eligibility

To be eligible to compete in RR, each player must satisfy the following conditions:

2.1 Player Age

No player shall be considered eligible to participate in RR before his or her 17th birthday, defined as having lived 17 full years.

2.2 Regional Residency Requirement

Each player must meet the regional resident requirement for the region they are representing at RR.

2.3 No Riot Employees

Owners, managers, coaches, Starters, and Reserve players (“**Team Members**”) may not be employees of Riot Games Inc. (“**RGI**”) or League of Legends Esports Federation LLC or any of their respective affiliates at the start of or at any point during RR. “**Affiliate**” is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, an Owner. “**Control**” shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

3. Roster Rules

3.1 Roster Requirements

Each team is required to maintain, at all times during RR, five players in the starting lineup (“**Starters**”), one substitute player (“**Reserve**”), and a head coach (collectively, the “**Active Roster**”). If any of the Active Roster is not present on-site, then the team is subject to penalties.

3.2 Seventh Player Requirements

A team is required to maintain a second substitute player (the “**Seventh Player**”) where (i) the team’s Starters are comprised of three Resident players and two Non-Resident players; (ii) the team’s Reserve is a Non-Resident player. In this circumstance the team is required to maintain a Seventh Player that is a Resident. This Seventh Player requirement is intended to protect against situations where a Resident player becomes unable to play at RR and the team would be unable to field a roster with its Non-Resident Reserve due to the prohibition of three Non-Resident players as Starters.

A team is permitted to maintain a Seventh Player if the team consents to bearing all costs associated with the Seventh Player’s attendance at RR.

A Seventh Player is not a member of the Active Roster and teams cannot move the Seventh Player to the Active Roster unless a member of the Active Roster becomes unable to play due to (i) illness; (ii) incapacity; (iii) personal emergencies (i.e. death in the family, etc); (iv) any other circumstance that RR officials determine constitute an exigent circumstance. If a member of the Active Roster is replaced by the Seventh Player, they are ineligible to compete in any further matches at this year’s RR unless permission is granted by RR officials, which will only be granted in extraordinary circumstances.

If a team is required to maintain a Seventh Player pursuant to this rule, the failure to have the Seventh Player present on-site will subject the team to penalties.

3.3 Starter Requirement

Three of the five Starters must be comprised of players who have participated in more than fifty percent (50%) of the team’s Summer Split matches preceding RR.

3.4 Active Roster/Seventh Player Lock

Teams are required to finalize and submit their Active Roster (Starters + Reserve) and their Seventh Player, if applicable, to their regional league by June 5th, 2018.

3.5 Roster Submission

Before the start of RR, each team must submit their roster to their regional league, assigning five starters and one or two reserves as set forth in Section 3.2. In the event that a team elects to modify the starting lineup, the request must be submitted in advance of any proposed effective date of any such change, at the earliest possible date and time.

Requests to modify a starting lineup for the team's first match on the first day of RR may not be submitted later than 10:00 pm local time, the day before the match. Requests must be made by the designated head coach. Requests to modify a starting lineup for a team's first match on any other day must be submitted no later than 10:00pm or an hour after the conclusion of the broadcast.

The Submission must also include all personal information requested about the Team and Team Members by the regional league or RR officials. This shall include the Team Members' In-Game Name (along with desired spelling and capitalization thereof).

3.6 Coach

Each team will be required to have a designated coach. The coach cannot be a starting player, substitute player, active player on a professional team or a semi-professional team, and/or manager for a professional team or a semi-professional team. If the regional league does not require mandatory coaches, then the coach is allowed to be the manager as well. The coach can only represent one organization. The coach will be required to be on-site for every game that the team participates in. If the coach is unable to make a game due to an emergency, the GM must assign an interim coach to be on-site instead. If a coach is not present on-site, then the team is subject to penalties.

3.7 Single-Day Substitutions

If a team wishes to substitute players after the team's first match on a given day, those substitutions must be declared to the head referee, and/or the designated RR official, before the start of the next game, as defined as the start of the pick/ban process. To be clear, the next scheduled game means the next game scheduled to be broadcast, not the next game scheduled for the team wishing to make the change.

A team may substitute a player within a match. The team must notify the Head Referee and/or the designated RR official and have the substitution approved immediately following the previous game, no later than 5 minutes after the explosion of the nexus.

3.8 Team Names, Team Tags and Player Names

Teams will be permitted a tag of 2-3 characters to be added to the front of each player's Summoner Name on the tournament realm. These tags must be upper-case letters or numbers 0-9 only.

Summoner Names may include upper-case letters, lower-case letters, numbers 0-9, underscores, or single spaces between words only. Summoner Names must not exceed 12 characters including spaces. No additional special characters will be allowed for team names, Summoner Names, or tags. Summoner Names and Team Names may not contain: vulgarities or obscenities; LoL champion derivatives or other similar character names; or derivatives of products or services that may create confusion.

All Team Tags, Team Names, and Summoner Names must be approved by RR officials in advance of use in play. Name changes are not allowed except under certain extenuating circumstances, but must be approved by RR officials prior to use in a RR game.

4. Player Equipment

4.1 RR-Provided Equipment

RR officials will provide, and RR players will exclusively use, equipment in the following categories to RR players for all official RR matches:

- 4.1.1** PC & Monitor
- 4.1.2** Hand Warmers
- 4.1.3** Headsets and/or Earbuds and/or Microphones
- 4.1.4** Table and Chair

All RR-provided equipment shall be chosen, selected, and determined at the sole discretion of RR officials.

4.2 Player-Owned or Team-Owned Equipment

Players are required to bring equipment in the following categories, which are owned by themselves or their teams, into the match area and use such equipment during official RR matches:

- 4.2.1** PC Keyboards
- 4.2.2** PC Mice and cord holders
- 4.2.3** PC Mousepads

In the match area, players may not bring, use, or wear any headsets, earbuds and/or microphones, other than those provided by RR Officials.

4.3 RR Peripheral Policy

All player-owned or team-owned equipment will be handled by the team or the player before and after the match, and the equipment will stay with the player for the duration of the tournament. All player-owned or team-owned equipment will be subject to approval by RR officials before the match. Unapproved equipment or equipment that is suspected by RR officials of providing an unfair competitive advantage will not be permitted for use, and players will be required to use RR-provided equipment instead.

At their discretion, RR officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety, or operational efficiency or effectiveness.

No player-owned or team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Riot Games or LoL.

4.4 Replacement of Equipment

If equipment or technical problems are suspected by RR officials at any time, a player or RR official may request a technical review of the situation. A RR technician will diagnose and troubleshoot problems, as needed. Technicians may request that RR officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of RR officials. If a player wishes to use personal replacement equipment, the replacement equipment must be approved by RR officials, otherwise they may be provided replacement equipment by RR officials.

4.5 Player and Coach Apparel

Players must wear official, approved and identical team jerseys during all RR matches, and must wear official and approved team branded apparel during all pre-match and post-match interviews. Team jerseys must be the designated jerseys set forth by the applicable regional league policies. For the purpose of these rules, a jersey with a hood will be considered a jersey and not outerwear.

Outerwear, including warmups, hoodies and jackets, may only be worn on stage if they are official Team gear, have official Team branding on the front, are the same color(s) as all other outerwear being worn on stage by the Team and only use official team colors represented on the team's approved jersey (unless permission is provided by the League for alternate colors).

Long-sleeved shirts of cotton or athletic material may be worn underneath the Team Jerseys, but no sponsor logos will be allowed on this attire. The under-jersey apparel do not need to be the same, however they must be either team colors or a neutral color. Individual player branding is acceptable.

Coaches must wear, at a minimum, business casual attire while at the studio. Business casual does not include: athletic wear, team branded apparel, etc.

4.6 Computer Programs & Usage

Players are prohibited from installing their own programs and must use only the programs provided by RR.

4.6.1 Voice Chat. Voice chat will be provided only via the native system used in RR-provided headsets. Use of third-party voice chat software (*e.g.*, Skype) is not permitted. RR officials may monitor a team's audio at their discretion.

4.6.2 Social Media and Communication. It is prohibited to use RR computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, online forums/message boards and email.

4.6.3 Non-Essential Equipment. It is prohibited to connect non-essential equipment, such as cell phones, flash drives or MP3 players, to RR computers, for any reason.

4.7 Client Accounts

Players will have Tournament Realm logins provided for them by RR officials. It is the players' responsibility to configure their account to their preferences. The account's Summoner Name must be set only to the player's official tournament handle, as approved by RR officials.

4.8 Audio Controls

Players will be required to maintain volume levels above minimum settings, which will be clearly marked on the controls. RR officials may require players to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low.

Headphones must be placed directly on a player's ears, and must remain there for the duration of the game. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears.

4.9 Equipment Tampering

Players may not touch or handle another teammate's owned or provided equipment after a match has started. Players who require assistance with their equipment should ask assistance from a RR official.

5. Venue and Competition Area Layout

5.1 General Venue Access

Access for RR teams to the restricted areas of venues for official RR matches is restricted to approved Team Members only, unless otherwise approved, in advance, by RR officials. Permission to attend RR matches is solely at the discretion of RR officials.

5.2 Match Area

The “match area” is comprised of the area immediately surrounding any competition PCs used during match play. During match play, presence of Team Members in the match area is restricted solely to the Starters of the teams in play.

5.2.1 Team Managers. Managers may be in the match area during the match prep process, but must leave prior to the pick/ban phase and may not return until after the end of the match.

5.2.2 Wireless Devices. Wireless devices, including mobile phones and tablets, cannot be in the players’ possession or on-stage in any capacity (including a powered off state) while the players are involved in active play, including during pick/ban phase, pauses, remakes, and between games of multi-game matches. If found, RR officials will collect such devices from players in the match area and return them after the end of the match, and the players may be subject to penalties at the officials’ discretion.

5.2.3 Food and Drink Restrictions. No food is allowed in the match areas. Drinks are permitted in the match area only in Riot-provided re-sealable containers. RR officials will provide such containers to players upon request.

5.3 Warm-up Area

The warm-up area (which also may be referred to as a “Green Room”) will contain PCs designated by RR specifically for players to practice on before their official matches begin. The warm-up area is reserved for Team Members only and access will be provided by RR officials at their discretion.

5.4 Other Team Member Areas

Other Team Member Areas are areas within the venue, as defined by RR officials from time to time, designed to allow players to relax and socialize in locations separate from the match area. Access to these areas is limited to Team Members, unless specific permission is otherwise granted by RR officials.

6. Match Process

6.1 Changes to Schedule

RR officials may, at their sole discretion, re-order the schedule of matches within a given day and/or change the date of an RR match to a different date or otherwise modify the schedule of matches. In the event that RR modifies a match schedule, RR will notify all teams at the earliest convenience.

6.2 Arrival at Studio

Members of a team's Active Roster who are participating in an RR event must arrive at the studio no later than the time specified by RR officials.

6.3 Role of Referees

6.3.1 Responsibilities. Referees are RR officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight includes, but is not limited to:

- Checking the team's lineup before a match.
- Checking and monitoring player peripherals and match areas.
- Announcing the beginning of the match.
- Ordering pause/resume during play.
- Issuing penalties in response to Rule violations during the match.
- Confirming the end of the match and its results.

6.3.2 Finality of Judgment. If a referee makes an incorrect judgment, the judgment can be subject to reversal. RR officials at their discretion may evaluate the decision during or after the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, RR officials reserve the right to potentially invalidate the referee's decision. RR officials will always maintain final say in all decisions set forth throughout RR.

6.4 Competitive Patch

RR will be played on the 8.13 patch. Changes to the competitive patch will be at the discretion of RR officials.

Champions who have not been available on the live service for more than one week will be automatically restricted. Champions that have undergone reworks will be subject to RR officials' discretion. A list of restricted champions will be provided to the team before the event.

6.5 Pre-Match Setup

6.5.1 Setup Time. Players will have designated blocks of time prior to their match time to ensure they are fully prepared. RR officials will inform players and teams of their scheduled setup time and duration as part of their match schedule. RR officials may change the schedule at any time. Setup time is considered to have begun once players enter the Match Area, at which point they are not allowed to leave without permission of the on-site RR official or referee and accompaniment by another RR official. Setup is comprised of the following:

- Ensuring the quality of all RR-provided equipment.
- Connecting and calibrating peripherals.
- Ensuring proper function of voice chat system.
- Setting up rune and mastery pages.
- Adjusting in-game settings.
- Limited in-game warm-up.

6.5.2 Seating Order. Players must sit in the order in which they will join the lobby: Top, Jungle, Mid, ADC, Support. This order should be considered from the vantage point of a viewer standing in front of the players, and read from left-to-right.

6.5.3 Technical Failure of Equipment. If a player encounters any equipment problems during any phase of the setup process, player must alert and notify an RR official immediately.

6.5.4 Technical Support. RR officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period.

- 6.5.5 Timeliness of Match Start.** It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of RR officials. Penalties for tardiness may be assessed at the discretion of RR officials.
- 6.5.6 Player Ready State.** No fewer than five minutes before the match is scheduled to begin, an RR official will confirm with each player that their setup is complete. Once all ten players in a match have confirmed completion of setup, players may not enter a warm-up game.
- 6.5.7 Game Lobby Creation.** RR officials will decide how the official game lobby will be created. Players will be directed by RR officials to join a game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support.

6.6 Game Setup

- 6.6.1 Start of Pick / Ban Process.** Once all ten players have reported to the official game lobby, an RR official will request confirmation that both teams are ready for the pick/ban phase (as defined and described below). Once both teams confirm readiness, an RR official will instruct the room owner to start the game.

The coach will be granted on-stage access and will be allowed to communicate with the team during the Pick/Ban Process. The coach will exit the stage to a designated position once the countdown timer has reached 5 seconds during the Trading-Phase.

- 6.6.2 Recording of Pick / Ban Process.** Picks/bans will proceed through the client's Tournament Draft feature. If picks/bans are completed substantially in advance of game setup, at the instruction and discretion of RR officials, RR officials will record the official picks/bans and manually abort the game start.
- 6.6.3 Tournament Draft.** RR officials may choose to employ either the Tournament Draft mode feature or a manual draft (e.g., draft that is conducted in chat without the use of an in-game feature). Starters for each team cannot be substituted after the start of the draft. Players may play any Champion which their team has drafted, but must confirm their selection with an RR official.

6.6.4 Draft Mode. Draft mode proceeds in a snake draft format as follows:

Blue Team = A; Red Team = B

Bans: A-B-A-B-A-B

Picks: A-B-B-A-A-B

Bans: B-A-B-A

Picks: B-A-A-B

6.6.5 Restrictions on Gameplay Elements. Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, runes, masteries, or Summoner spells, or for any other reason as determined at the discretion of RR officials.

6.6.6 Side Selection. For Stage One (group phase), side selection will be randomly pre-determined for each matchup.

For the Stage Two and Three, Side Selection for odd numbered games (Games 1, 3 and 5) belongs to the higher seed region of the matchup. Side Selection for the even numbered games (Games 2 and 4) belongs to the lower seed region of the matchup. Side Selection for the first game of a day must be declared at 10 pm or an hour after the conclusion of the broadcast on the previous day, whichever is latest. Side selections for the rest of King of the Hill or Blind Relay matches must be declared 5 minutes after the explosion of the nexus of the previous game.

6.6.7 Selection Error. In the event of an erroneously-selected Champion pick or ban, the team in error must notify an RR official before the other team has locked in their next selection with the intended selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice to an RR official, the erroneous selection shall be deemed irrevocable.

- 6.6.8 Trading Champions.** Teams must complete all champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty in future games.
- 6.6.9 Game Start After Pick/Ban.** A game will start immediately after the pick/ban process is complete, unless otherwise stated by an RR official. At this point, RR officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch, also known as “Free Time.”
- 6.6.10 Controlled Game Start.** In the event of an error in game start or a decision by RR officials to separate the pick/ban process from game start, an RR official may start the game in a controlled manner and all players will select Champions in accordance with the previous valid completed pick/ban process.
- 6.6.11 Slow Client Load.** If a Bugsplat, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a game upon game start, the game must be immediately paused until all ten players are connected to the game.

7. Pauses and Crashes

7.1 Definition of Terms

- 7.1.1 Unintentional Disconnection.** A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.
- 7.1.2 Intentional Disconnection.** A player losing connection to the game due to player's actions (*i.e.* quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.
- 7.1.3 Server Crash.** All players losing connection to a game due to an issue with a game server, Tournament Realm platform, or venue internet instability.

7.2 Stoppage of Play

If a player intentionally disconnects without notifying a RR official or pausing, a RR official is not required to enforce a stoppage. During any pause or stoppage, players may not leave the match area unless authorized by a RR official.

- 7.2.1 Directed Pause.** RR officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the RR officials, at any time.

7.2.2 Player Pause. Players may pause a match for an emergency. RR officials, in their sole discretion, shall have the right to determine what constitutes an emergency. If RR officials determine that the pause was not for an emergency, the game may be resumed immediately and the player or the team may be subject to punishments.. Players may also pause a match immediately following any of the events described below, but must signal a RR official immediately after the pause and identify the reason. These reasons include:

- An Unintentional Disconnection
- A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch)
- Physical interference with a player (e.g., fan gank or broken chair)

Player illness, injury, or disability is not an acceptable reason for a player pause unless it has been communicated to a RR official before the match. RR officials, in their sole discretion, can approve pauses for such illnesses, injuries, or disabilities. In such a situation, the team must alert a RR official, who will evaluate the identified player to determine whether player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the RR official, but not to exceed a few minutes. If the RR official determines that the identified player is not able to continue playing within such reasonable period of time, then the identified player's team shall forfeit the game unless a RR official, in his/her discretion, determines that the game is subject to an Awarded Game Victory.

- 7.2.3 Resuming the Game.** Players are not permitted to resume the game after a pause. After clearance from a RR official is issued and all players are notified and ready at their stations, which will be contingent on the team captain confirming through in-game chat that both teams are ready to resume play, the in-client spectators will unpause the game.
- 7.2.4 Unauthorized Pause.** If a player pauses or unpauses a game without permission from a RR official, it will be considered unfair play and penalties will be applied at the discretion of RR officials.
- 7.2.5 Player Communication During Stoppage of Play.** For the fairness of all competing teams, players are not allowed to communicate, in any fashion, with each other during a game pause. For the avoidance of doubt, players may communicate to the referee, but only when directed in order to identify and remedy the cause for the stoppage. If a pause extends long enough, referees may, at their sole discretion, allow teams to talk before the game is unpaused, in order to discuss the game conditions.

8. Chronobreak

8.1 Definitions

8.1.1 Chronobreak. The Deterministic Disaster Recovery Tool.

8.1.2 Bug. An error, flaw, failure or fault that produces an incorrect or unexpected result, or causes a game or hardware device to behave in unintended ways.

8.1.3 Minor Bug. A bug (including a hardware failure) that is, at worst, inconvenient to players. This may include bugs that alter game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary. For the absence of doubt, in a case where Chronobreak is not available, these bugs would not result in a remade game.

8.1.4 Play Through Bug. A bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available for an otherwise difficult to play around bug (like restarting the game client or computer). Alternatively, this may include situations where the impact of the bug can be mitigated through other in-game functions.

This category also includes bugs provided under the “inform designation” - i.e. those bugs that are provided to teams in advance of games (usually champion, item or environment interactions and persistent effects) for which remake will be offered. These effects or interactions cannot be avoided or mitigated through any means other than disabling of the offending champions, skins or items and thus remakes are not available for these bugs.

At their discretion, league officials may offer Chronobreak for high-impact inform bugs, provided that league officials deem the intent of the disadvantaged player and team as benign. If Chronobreak is unable to recover the game or if any player causes the bug to reoccur, league officials will force a play through with no option of a remake or additional Chronobreak.

- 8.1.5 Unintentional Hardware Failure.** The failure of any piece of hardware, including server failure, monitor or PC failure or player peripheral failure. This does not include any hardware failure that is player induced, including the intentional damage to, or destruction of, a player peripheral, damage to the monitor or a player interfering with a PC. The determination of whether a hardware failure is unintentional is up to the sole discretion of RR officials.
- 8.1.6 Critical Bug.** A bug (including an Unintentional Hardware Failure) that significantly damages a player's ability to compete in the game situation, significantly alters game stats or gameplay mechanics, or a situation in which the external environmental conditions become untenable. The determination of whether the bug has damaged a player's ability to compete is up to the sole discretion of RR officials.
- 8.1.7 Verifiable Bug.** A bug or critical bug that is conclusively present and not attributable to player error. The spectator must be able to replay the instance in question and verify the bug or critical bug.
- 8.1.8 Terminal Situation.** A bug or other circumstance that requires that a game be remade. These circumstances include (i) instances of critical bugs where Chronobreak is unavailable or unable to recover the game; (ii) bugs which cannot be remedied or avoided through the use of Chronobreak, including champion or skin bugs that may require that such champion or skin be disabled; or (iii) any other instance in the discretion of RR officials where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).

8.1.9 “Dead-Ball” State. A point in a game when neither team is heavily engaged with one another, although some minor engagement may still constitute a dead-ball state.

In establishing a dead-ball state, every effort should be made to identify a time as close to the bug instance as possible while providing an approximate 2 second window before a potential engagement in situations where the game was wound back from a point where the teams were engaged. The goal is to locate a point in time where an engagement remains possible, but not inevitable.

A perfect dead-ball state may not exist, and in those situations, the overarching goal of identifying a state in which there is no major engagement as close as possible to the bug instance should be prioritized (for example, going too far back could potentially remove setup a team has done, including wards, lane pressure and flanking).

8.1.10 Cost. Any (i) player deaths; (ii) objectives (tower, inhibitor, dragon, herald or baron) taken that were not otherwise in progress at the dead-ball state (i.e. dragon was pulled or three players on the tower with a minion wave and no opposition); or (iii) ultimate, item or summoner spell usage where such ultimate spell at Rank 1 (regardless of the ultimate rank or cooldown at the time of the bug) or base summoner spell or item (i.e. without cooldown reductions from masteries or items) has a cooldown of 110 seconds or longer. An ultimate or summoner spell used, in the opinion of RR officials, outside of normal play patterns for the purpose of triggering a cost under this rule shall not constitute a cost. Other factors such as vision (placed or destroyed wards), minions farmed, etc, while all carrying some value in the game, do not rise to the level of consideration in whether to use Chronobreak.

8.1.11 Prompt Reporting. Once a player is aware of a bug (which, as defined, includes presumed hardware failures), the player is required to pause the game as soon as is practical through one of the methods listed below and alert RR officials as to the bug. These methods are:

- Pausing the game through the /pause command;
- Asking a teammate to pause over audible voice communications;
- Requesting that a referee pause the game.

For the avoidance of doubt, if a player audibly requests that a referee pause the game, even if the game is not immediately paused, the player will be considered to have requested a pause as soon as is practical. In addition, it may not be practical to cause an immediate pause upon recognizing the bug if, for example, the two teams are engaged with each other. In such cases, RR officials may determine that it was not practical to pause the game until the engagement ended.

8.1.12 Game of Record. A game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains Game Of Record (“GOR”) status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. Examples of conditions which establish GOR:

- Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- Setting foot, establishing vision or targeting skillshot ability in opponent’s jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
- Game timer reaches two minutes (00:02:00).

8.2 Chronobreak Availability and Use.

If a game experiences a bug at any point during the match, RR officials must first determine whether the player followed the pause protocol. If the game was timely paused, RR officials must next determine whether the bug is a **verifiable bug**. If it is a **verifiable bug**, RR officials must next determine whether the bug is a **minor bug**, **critical bug** or **terminal situation**.

8.3 Minor Bug.

If the bug is a **minor bug** and is not a **play through bug**, RR officials must determine what the appropriate dead-ball state would be and whether there is a cost associated with the use of using Chronobreak to revert to that dead-ball state. If there is a cost associated with the **minor bug**, Chronobreak is not available and players should be instructed to play through the bug.

In the case of a **minor bug** with no cost, RR officials must determine (i) whether Chronobreak can restore the game; and (ii) whether reverting the game to an earlier state will fix the bug or avoid the trigger condition for the bug. If Chronobreak cannot restore the game or reverting the game to an earlier state will not fix or avoid the bug, or in the case of any **play through bug**, Chronobreak shall not be used and the players will be instructed to play through the bug.

If RR officials determine to the use of Chronobreak is appropriate, RR officials shall determine whether either or both teams were significantly disadvantaged by the **minor bug**, and any significantly disadvantaged team will be offered the opportunity to Chronobreak the game, although such team will not be told what dead-ball state will be utilized. If both teams are significantly disadvantaged, either team requesting a Chronobreak will trigger the use of Chronobreak.

If any significantly disadvantaged team requests a Chronobreak, RR officials will utilize Chronobreak to restore the game to the appropriate dead-ball state. If an appropriate dead-ball state does not exist, players may still be placed back to a recovered spot prior to the bug occurring at the discretion of RR officials.

8.4 Critical Bug.

In the case of a **critical bug** (where such **critical bug** is not a **play through bug**), RR officials must determine (i) whether Chronobreak can restore the game; and (ii) whether reverting the game to an earlier state will fix the bug or avoid the trigger condition for the bug.

If Chronobreak cannot restore the game, or reverting the game to an earlier state will not fix or avoid the bug, then the bug constitutes a **Terminal Situation**.

In the case of a **critical bug**, RR officials will determine whether either or both teams were significantly disadvantaged by the **critical bug**, and any significantly disadvantaged team will be offered the opportunity to Chronobreak the game, although such team will not be told what dead-ball state will be utilized. If any significantly disadvantaged team requests a Chronobreak, RR officials will attempt to find an appropriate dead-ball state prior to the bug occurring. If an appropriate dead-ball state does not exist, players may still be placed back to a recovered spot prior to the bug occurring at the discretion of RR officials.

8.5 Terminal Situation.

In the case of a Terminal Situation, RR officials shall follow the remake procedure (below).

8.6 Remakes Before GOR.

The following are examples of situations in which a game may be remade if GOR has not been established:

- If a player notices that player's rune, mastery, or GUI settings have not applied correctly due to a bug between the game lobby and match, player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.
- If RR officials determine that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events, such as minion spawn).
- Any circumstance which would permit a restart after GOR.

8.7 Restarts After GOR.

The following are examples of situations in which a game may be restarted after GOR has been established.

- If a game experiences a **Terminal Situation** at any point during the match.
- If a RR official determines that there are environmental conditions which are unfair (e.g. excessive noise, fan gank, hostile weather, unacceptable safety risks).

8.8 Remake Procedure.

8.8.1 Terminal Situation. RR officials will determine whether either or both teams were significantly disadvantaged by the bug, and any significantly disadvantaged team will be offered the opportunity to remake the game. If any significantly disadvantaged team accepts a remake, the game will immediately be restarted as per this section. Significant disadvantage is a prerequisite to a remake offer.

8.8.2 Controlled Environment. Certain conditions may be preserved in the event of a remade game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a match has reached GOR then RR officials shall not retain any settings.

8.9 Champion and Skin Disables.

If the remake occurred due to a champion bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion may be made ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled).

8.10 Hardware Malfunction.

In the case of any hardware malfunctions, RR officials shall determine whether the hardware malfunction constitutes a minor bug (i.e. a monitor loses power and a player walks directly into an enemy turret), a critical bug (i.e. a keyboard stops working, causing a player death) or a terminal situation (i.e the game server crashes) and follow the appropriate standard above.

8.11 Reporting Procedure.

Any bug that triggers analysis under this rule should be documented by the local region in a "Bug Incident Report", including a narrative on the information the team had on hand (i.e. use of ShadowPlay, behavior observed, etc) and the decision making process.

8.12 League Discretion.

RR officials may utilize Chronobreak at any time or restart any game if RR officials, in their sole and absolute discretion, believe that such an action is necessary to preserve the best interests of the league. This power is not constrained by the lack of any specific language in this document.

9. Post-Match Process

9.1 Awarded Game Victory

In the event of a technical difficulty which leads RR officials to declare a restart, RR officials may instead award a game victory to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), RR officials, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. RR officials may, but are not required to, use any or all of the following criteria in the determination that one team cannot avoid defeat to a degree of reasonable certainty.

- 9.1.1 Gold Differential.** The difference in gold between the teams is more than 33%.
- 9.1.2 Remaining Turret Differential.** The difference in the number of remaining turrets between the teams is more than seven (7).
- 9.1.3 Remaining Inhibitor Differential.** The difference in the number of standing inhibitors between the teams is more than two (2).
- 9.1.4 Remaining Nexus Turret Differential.** The difference in the number of remaining nexus turrets between the teams is two (2).
- 9.1.5 Respawn Player Differential.** The difference in live player characters between the teams is at least four (4), with the remaining death timers on all dead players being at least forty (40) seconds or higher.
- 9.1.6 Straight Up GG.** At the time of technical difficulty, there is no scenario that in the opinion of RR officials, could result in anything other than the victory of one team (e.g. at 45 minutes one team is aced and the ADC and jungler on the opposing team have a minion wave and are running into the opposing base).

9.2 Post-Game Process

- 9.2.1 Results.** RR officials will confirm and record game result.
- 9.2.2 Tech Notes.** Players will identify any tech issues with RR officials.

- 9.2.3 Break Time.** RR officials will inform players of the remaining amount of time before the next game's pick/ban phase begins, if applicable. The standard time for transition in between games is at least 8 minutes from nexus explosion until players are required in their seats. The exact time will be told to the coach and/or players by the referees. Pick/ban phase will commence as soon as all players are in their seats. If all the players are not in their seats, ready for champion select at the time designated to them by the referees, the team can be penalized for delay of game.
- 9.2.4 Results of Forfeiture.** Matches won by forfeit will be reported by the minimum score it would take for one team to win the match (e.g. 1-0 for best-of-1 matches, 2-0 for best-of-three matches, 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

9.3 Post-Match Process

- 9.3.1 Results.** RR officials will confirm and record the match result.
- 9.3.2 Next Match.** Players will be informed of their current standing in the competition, including their next scheduled match.
- 9.3.3 Post-Match Obligations.** Players will be informed of any post-match obligations, including, but not limited to, media appearances, interviews, or further discussion of any match matters.

10. Team Member Conduct

10.1 Competition Conduct

10.1.1 Unfair Play. The following actions will be considered unfair play and will be subject to penalties at the discretion of RR officials.

10.1.2 Collusion. Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
- Pre-arranging to split prize money and/or any other form of compensation.
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
- Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

10.1.3 Competitive Integrity. Teams are expected to play at their best at all times within any RR game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. For the purpose of clarification, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.

10.1.4 Hacking. Hacking is defined as any modification of the League of Legends game client by any player, team or person acting on behalf of a player or a team.

10.1.5 Exploiting. Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of RR officials, is not functioning as intended.

10.1.6 Spectator Monitors. Looking at or attempting to look at spectator monitors.

- 10.1.7 Ringing.** Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.
- 10.1.8 Cheating Device.** The use of any kind of cheating device and/or cheat program, or any similar cheating method such as signaling devices, hand signals, etc.
- 10.1.9 Intentional Disconnection.** An intentional disconnection without a proper and explicitly-stated reason.
- 10.1.10 RR Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of RR officials, violates these Rules and/or the standards of integrity established by the RR for competitive game play.
- 10.1.11 Profanity and Hate Speech.** A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by RR or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.
- 10.1.12 Disruptive Behavior / Insults.** A Team Member may not take any action or perform any gesture directed at an opposing Team Member, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive, or antagonistic.
- 10.1.13 Abusive Behavior.** Abuse of RR officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a match with respect.
- 10.1.14 Studio Interference.** No Team Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Members may not stand on chairs, tables or other studio equipment. Team Members must follow all instructions of RR studio personnel.

10.1.15 Unauthorized Communications. All mobile phones, tablets and other voice-enabled and/or “ringing” electronic devices must be fully powered off during play. Players may not text/email while in the match area. During the game, communication by a Starter shall be limited to the five players on Starter’s team.

10.1.16 Apparel. Team Members may wear apparel with multiple logos, patches or promotional language. RR reserves the right at all times to impose a ban on objectionable or offensive apparel. RR officials reserve the right to refuse entry or continued participation in the match to any Team Member who does not comply with the aforementioned apparel rules.

10.1.17 Identity. A player may not cover his or her face or attempt to conceal his or her identity from RR officials. RR officials must be able to distinguish the identity of each player at all times and may instruct players to remove any material that inhibits the identification of players or is a distraction to other players or RR officials.

10.1.18 Spectator Machines. No Team Member or any Team staff member may utilize the backstage coach spectator machines to interfere with any Game or to communicate with anyone involved in any Game. Interference with any Game, including pausing the Game or messaging participants in the Game, from any backstage coach spectator machine, will result in forfeit for the offending Team, without regard to intent.

10.2 Unprofessional Behavior

10.2.1 Responsibility Under Code. Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

10.2.2 Harassment. Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, which are intended to isolate or ostracize a person and/or affect the dignity of the person.

- 10.2.3 Sexual Harassment.** Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
- 10.2.4 Discrimination and Denigration.** Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 10.2.5 Statements Regarding RR, Riot Games, and League of Legends.** Team Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of RR, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of RR.
- 10.2.6 Player Behavior Investigation.** If RR or Riot determines that a Team or Team Member has violated the Summoner's Code, the LoL Terms of Use, or other rules of LoL, League officials may assign penalties at their sole discretion. If a RR official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member withholds information or misleads a RR official creating an obstruction of the investigation then the Team and/or Team Member is subject to punishment.
- 10.2.7 Criminal Activity.** A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- 10.2.8 Moral Turpitude.** A Team Member may not engage in any activity which is deemed by the RR to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.
- 10.2.9 Confidentiality.** A Team Member may not disclose any confidential information provided by RR or any affiliate of Riot Games, by any method of communication, including all social media channels.

10.2.10 Bribery. No Team Member may offer any gift or reward to a player, coach, manager, RR official, Riot Games employee, or person connected with or employed by another RR team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

10.2.11 No Poaching or Tampering. No Team Member or Affiliate of a team may solicit, lure, or make an offer of employment to any Team Member who is signed to any RR team, nor encourage any such Team Member to breach or otherwise terminate a contract with said RR team. Violations of this rule shall be subject to penalties, at the discretion of RR officials.

10.2.12 Gifts. No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a team's official sponsor or owner.

10.2.13 Non-Compliance. No Team Member may refuse or fail to apply the instructions or decisions of RR officials.

10.2.14 Match-Fixing. No Team Member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

10.2.15 Document or Miscellaneous Requests. Documentation or other reasonable items may be required at various times throughout the RR as requested by RR officials. Penalties may be imposed if the items or documentation requested are not received and/or completed at the required time or does not meet the standards set by the RR.

10.3 Association with Gambling

No Team Member or RR official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or match globally.

10.4 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that RR believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the RR.

10.5 Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, the RR may, without limitation of its authority under Section 10.4, issue the following penalties:

- Verbal Warning(s)
- Loss of Side Selection for Current or Future Game(s)
- Loss of Ban for Current or Future Game(s)
- Fine(s) and/or Prize Forfeiture(s)
- Game Forfeiture(s)
- Match Forfeiture(s)
- Suspension(s)
- Disqualification(s)

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in RR. It should be noted that penalties may not always be imposed in a successive manner. The RR, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by RR officials.

Penalties that state a listed amount of time for discipline will only apply to competition months. Competition months are defined as the months in which League of Legend professional competition are taking place (i.e. January through October).

10.6 Right to Publish

RR shall have the right to publish a declaration stating that a Team Member has been penalized. Any Team Members and/or team which may be referenced in such declaration hereby waive any right of legal action against the League of Legends Championship Series, LLC, Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

11. Spirit of the Rules

11.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the RR, and penalties for misconduct, lie solely with the RR, the decisions of which are final. RR decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

11.2 Rule Changes

These Rules may be amended, modified or supplemented by the RR, from time to time, in order to ensure fair play and the integrity of the RR.

11.3 Best Interests of the RR

RR officials at all times may act with the necessary authority to preserve the best interests of the RR. This power is not constrained by the lack of any specific language in this document. RR officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the RR.

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